**Reflection**:

I had initially intended for the Game class to take two arguments: pointers to player one and player two. However, that required me to handle prompting the user to start the game, get the characters for each player, and run the game loop all from within the main function. I like keeping my main function as bare as possible, so I chose to move that functionality into the Game class itself rather than just creating another separate function which would be called in main(), and would in turn initialize a Game object and run the program.

One of the more challenging pieces when determining the overall architecture of the game was how to handle the actual "fighting" between players, particularly between "Medusa" and "Harry Potter" characters. I wound up passing a pointer to the opposing player's character into the attack function, which allowed me to run some logical checks to see if the defending player was a "Harry Potter" and whether he had any lives remaining.

I wound up creating the "Harry Potter" class last, and up to that point, I had utilized a setStrength method which was inherited from the parent "Character" class. The setStrength method initially subtracted the value passed in from the calling character's strength. However, when I was implementing the Hogwarts ability, I realized that I couldn't just add or subtract 20 from the current strength value. I wound up renaming setStrength as takeDamage since it was a more accurate description of what was occurring, and I created a new setStrength function that just set the calling character's strength value to the value passed in. I was then able to implement the Hogwarts ability by simply calling setStrength and passing 20 as the new strength value.